

DISKETTE

TRS-80® Model I and III 32K • Sound



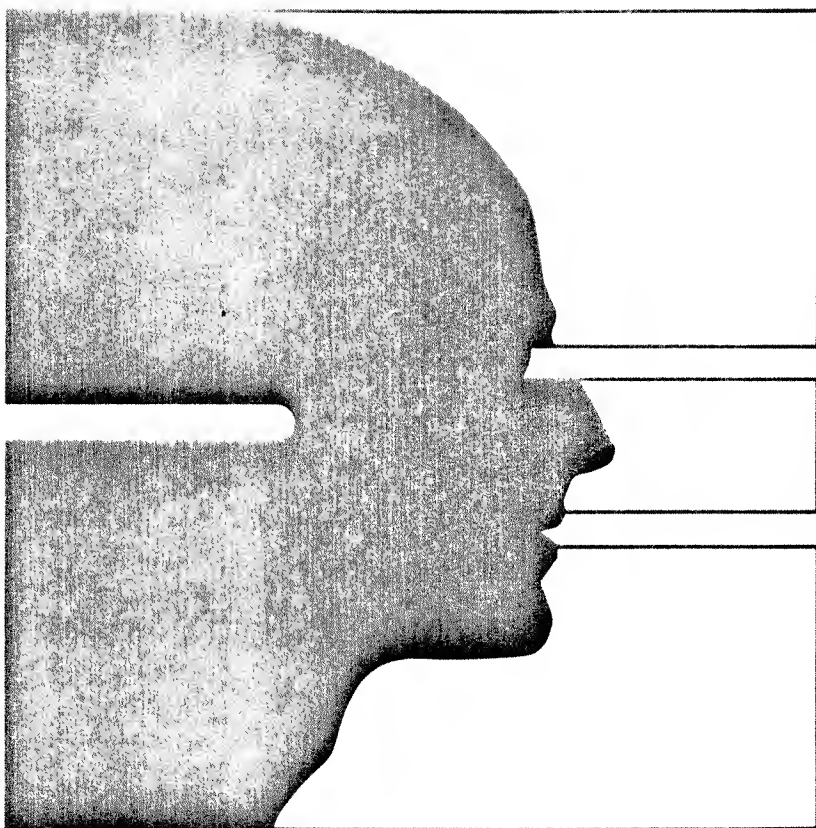
VOYAGE OF THE VALKYRIE

Created by Leo Christopherson

You command the Valkyrie in a quest to conquer the island of Fugløy. To succeed, plot your course and maneuver to capture Fugløy's gold-filled castles. But watch out... Fugløy is protected by bird creatures determined to destroy you. Imaginative sound effects plus ten levels of difficulty make this the best TRS-80® game ever.

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ADVANCED OPERATING SYSTEMS

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Man's input and output with his world occurs through sight, sound, and speech. The Advanced Operating Systems logo represents these communications links. Advanced Operating Systems has chosen this symbol to represent our software designers who utilize their abilities to bring these links into play in software developed for Advanced Operating Systems.

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Flight Instructions For "Voyage Of The Valkyrie!"

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Your goal as the pilot of the attack ship Valkyrie is to conquer the island of FUGLØY. ("FUGLØY" means "bird island" in Norwegian.) You are a Private in the Space Vikings and your future in the service will be determined by your performance in this campaign. If you succeed in defeating the island's air force and in capturing all ten of the FUGLØY castles, you will become the Prince Regent and rule the island with the support of the Viking Space Navy. You must also try to get as much of the island's gold as possible while you proceed. Your "high score" is the amount of gold you have at the end.

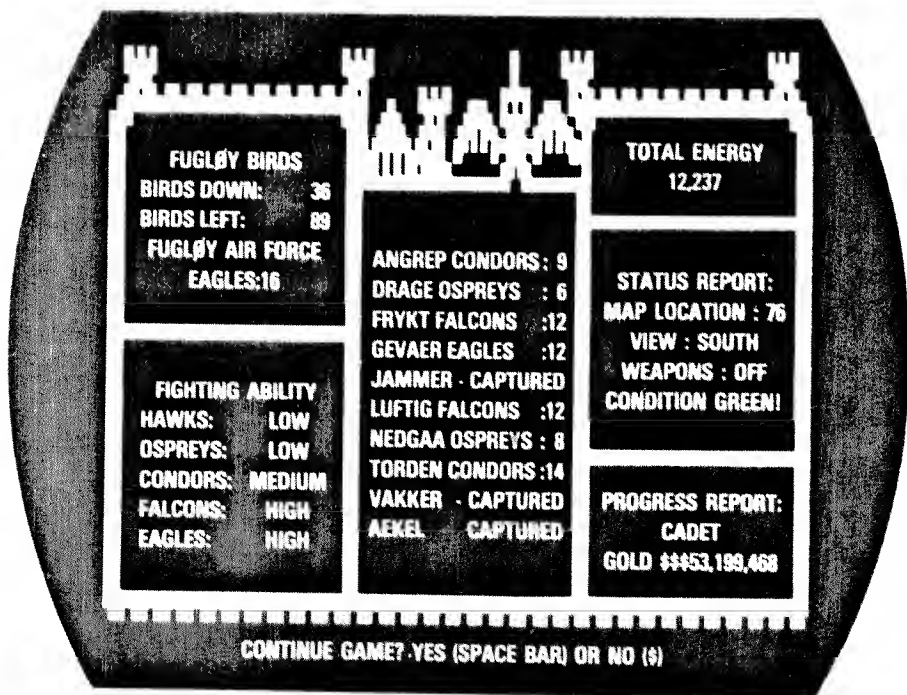
As your "voyage" begins, you are offered the choice of hearing certain selections from Richard Wagner's operas play at various appropriate times during the campaign, or canceling the music. The March from Tannhauser starts you off. You will hear some of "The Ride Of The Valkyrie" each time that you capture a castle. The Prelude from Act III of Lohengrin is your reward for conquest of the island. Should worse come to worse, you will hear another selection from *die Walküre*, if you are destroyed.

Sound effects will still be heard even though the music is canceled. You must connect the tape AUX output plug to an amplifier, however, to hear the music or the sound effects. It is suggested that you select  (no music), if no amplifier is connected. Otherwise, long pauses will occur while music is playing that you can't hear. After this selection is made, the information display will appear.

Next, you must choose at which level of difficulty to play. The level sets the total number of bird creatures that you must defeat. The number ranges from about 60 at level 0 to about 600 at level 9. Not only do more birds allow for a longer game but they also cause a difference in the way you must plan your campaign of conquest. You will appreciate this as you gain experience with the game. It is suggested that you select level 0 at first. Higher levels also result in larger amounts of gold when castles are captured.

THE "VALKYRIE" INFORMATION DISPLAY

You will be returning to this display many times during your game. It monitors how things are going with your campaign.



The upper left part of the display shows you how many of the island's birds you have dealt with and how many remain. These numbers include the FUGLØY Air Force. There is also a special display for the Eagles of the FUGLØY Air Force since these birds are very dangerous to deal with and must be treated as being in a class by themselves.

The lower left section of the display shows the relative fighting abilities of the various birds. All island birds look alike, speaking graphically. However, they certainly do differ in the way they fight!

HAWKS: Hawks are the least well trained of the bird air forces. Hawks may fire at you only as they glide downward. They do not fire



rapidly. Each shot that your shields absorb drains 100 units of energy from your reserves. (A full reserve of energy contains 20,000 units.)


OSPREYS: Ospreys fire only when gliding downward. They fire a bit more frequently than Hawks do and each of their shots takes 110 units of your energy.

CONDORS: Condor squadrons may only fire as they glide downward, but they fire rather rapidly. Each shot takes 120 energy units. When fighting Condors, you will have to watch the level of your shield energy more carefully.

FALCONS: Falcons may fire when flying upward as well as while gliding downward. They fire rather rapidly, as well. Each shot takes 130 energy units. You will have to be very careful to keep your shield energy up while fighting squadrons of Falcons.

EAGLES: The Eagles are divided into two squadrons. One group of Eagles is the Castle Gevaer Air Force. These birds are quite dangerous since they fire very rapidly while climbing or gliding. Their shots take 140 units of energy. The second group of Eagles is the most dangerous group of birds you will have to face! These Eagles make up the FUGLØY Air Force and represent the very finest fighters the island has to offer. They fire very rapidly while climbing or gliding. Each of their shots uses up 150 energy units. The FUGLØY Eagles are not located at a castle, but may be almost anywhere else on the island waiting to ambush you as you move from one location to another. They often move into positions between you and your base to try to keep you from getting back from the castle you are attacking. Be careful!

You get no gold for defeating the FUGLØY Air Force, but something of GREAT importance does happen. The island location at which you defeat these birds becomes a refueling base for you! Once you have been promoted to the rank of Colonel, you will attract the Eagle Air Force to you as you are hovering over any non-castle location on the island, with the exception of your home base at Sjaelbjerg . . . the birds never go there. This means that when you are a Colonel you can choose the spot to try to defeat the Eagles. This in turn allows you to pick the spot you wish to have for a refueling base.

The center section of the display names each of FUGLØY's castles and the type and number of its defending birds. If all of a castle's birds are shot down, the word *CAPTURED* appears after the castle's name. If the castle has been forced to surrender to you, its name is followed by the word *YIELDED!*. When you  or quit the battle while fighting a castle's air force, you will be offered the chance to demand that the castle surrender.

When you capture a castle, you are credited with all of its gold. The amount of gold at any castle is determined by the type and number of birds that defended it. On the other hand, when you force a castle to surrender, you do not get any gold. Instead, you turn the castle into a refueling base. You will have to be at least a Captain in rank, and still have at least 8,000 units of fuel in reserve. You will have to shoot down some of a castle's birds before the castle will surrender. Thus, you must decide between making things easier for yourself by forcing castles to yield, or getting a higher score (more gold) by capturing more castles. Your rank will increase either way.








The names of the castles are as follows: Angrep (attack), Drage (dragon), Frykt (fear), Gevær (weapons), Jammer (misery), Luftig (windy), Nedgaa (go down), Torden (thunder), Vakker (brave), and Aekel (loathsome).

At the upper right of the display you see your total energy. A full energy load is 20,000 units. When you return to a base, your energy is replenished. You use 500 units each time you transport from one location to another. Every time you fire your weapons you use 10 units of energy. As already mentioned, energy is used when your shields protect you from shots fired by attacking birds, but is not drained by facing a different direction or by turning your weapons on or off. Also, energy is not used if you wait around on the surface of the island.



At the middle right of the display is the Status Report. The first information here is your map location. While you are looking at the information display, you are in effect hovering over some location on the island. The map location tells you where you are. A map of the island is included as part of these flight instructions. You will notice that the map is a grid of squares 10 across by 8 up and down.

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Each of these squares is numbered and is one of the map locations that we are referring to. At the start of your game, you are at map location 45. This is your main base, Sjaelbjerg (Soul Mountain). You must return here after all castles have yielded or have been captured to conclude the game.

Pressing  (quit) at any time during the game will pull your ship into a hovering position and show you the information display. Remember, however, that to temporarily  the game will cost you a total of 1,000 units of energy—500 to go up to hover and another 500 to return to the surface. Also, energy is drained while you hover over a location which is not a refueling base. You should use the  option only when necessary. If you get lost, for example, use  to see your map location. If you're being attacked by birds and your shield energy is going down too quickly, use  to replenish your shields.  must also be used if you've come to a base and want to refuel. You may also use  when you are a Colonel or higher and wish to attract the Eagle Air Force to you. Just hover awhile and you will see the message, *RED ALERT FUGLØY AIR FORCE*.


The next information on the display is the view. This refers to the direction you are facing at your map location. There are four possible views: north, south, east, or west. The view is changed by using the arrow keys and may be accomplished while hovering or while down on the surface.

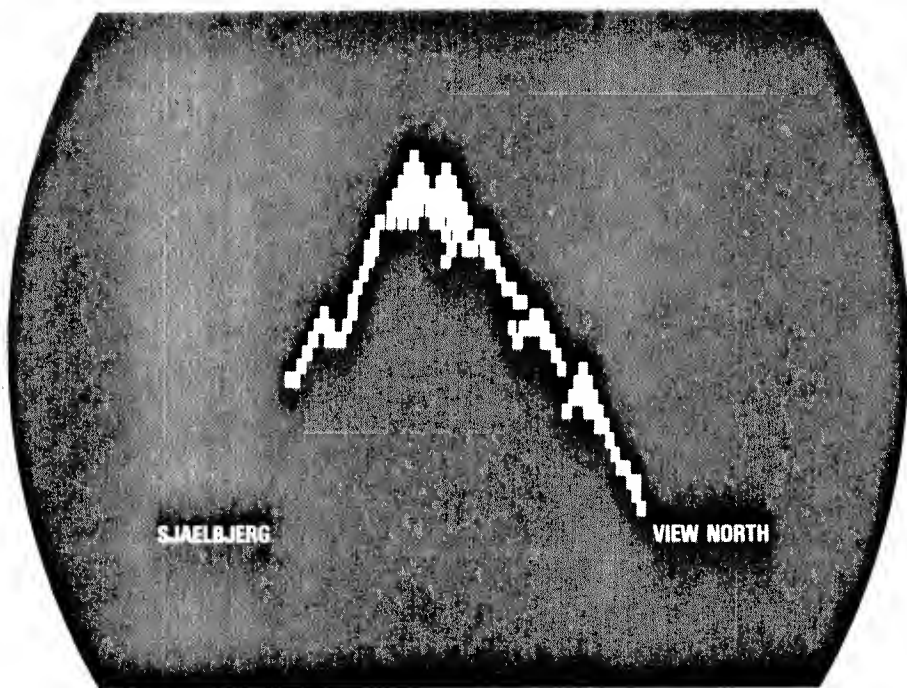
The next item of the display tells you whether your weapons system is on or off. This can be important when you are hovering temporarily to escape a heavy bird attack. Weapons may be turned on or off while hovering by using the  and  keys.





The final part of the Status Report tells you your condition. If no birds are below you, you'll see *CONDITION GREEN* printed there. Otherwise, the messages *RED ALERT!* and *———AIR FORCE* will appear, showing which air force is attacking you. If you crash or are shot down, the message *DESTROYED!* and a description of what happened will appear. The message *REFUELING!* appears when you're at a base and your energy is being replenished. When you have finally won and conquered the island, the message *YOU HAVE WON!* appears.

The last part of the information display is in the lower right corner. This is the Progress Report. Here you are shown what your current rank is and how much gold you've captured so far. In order, the ranks are: Private, Corporal, Sergeant, Cadet, Lieutenant, Captain, Major, Colonel, Brigadier, General, and Prince Regent.

THE GAME

Now that you know what the information display tells you, you are ready to start. You have made your choice about music and the level of play. If you press  you will cancel this game and go back to the start. When you press the **SPACE** bar, you will see the transporting effect on the screen. The screen will clear giving you a view north at Sjaelbjerg. You now use the arrow keys to change the



direction that you are facing: the up  arrow is north; the down  arrow is south; the right  arrow is east; and the left  arrow is west. Once you're facing in the direction you wish to go, press the **SPACE** bar and the transporting will occur to the next map location. You can think of it as though you're moving from the center of one map location to the center of the next one.



NOTE: This is an example of the new style keyboard. The keypad at the right is not necessary for full operation.

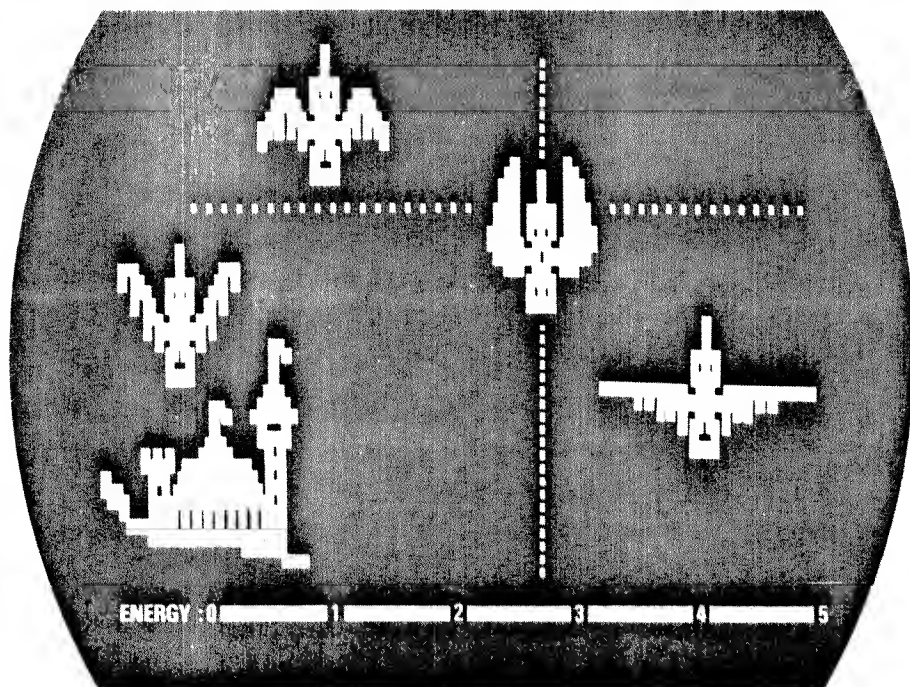
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DO NOT TRANSPORT INTO SOLID OBJECTS!!! You can't go thru nearby mountains unless there is a pass thru them! You can transport toward distant mountains. If you're facing a fog bank, it's a greater than even chance that you'll crash into mountains or be lost at sea rather than getting thru to another map location. You'll just have to take a chance when transporting in those foggy areas of the island. Once you have a finished map of the island, you won't have to worry about this.











In other words, your first job is to map the island. Every time you successfully transport to a new location, draw this path on your map. You will eventually have a map that shows all the castles and how to get to them. Unfortunately, you will probably be destroyed a number of times while you are exploring the island.

As you progress you will probably want to fight some birds along the way. (A really good game can't be played until the map is completed, however.) Your weapons system can't be on at the same time as the transport system. Press **ENTER** to turn your



weapons on. Press  to turn weapons off. Any time you enter a new location and see the message *DEFENDED* at the bottom of your screen, you know that birds are at that location. Either turn your weapons on fast and battle the birds, or transport out of there quickly!

With your weapons on, you will see crosshairs and an energy bar at the bottom of the screen. It is divided into 5 sections. Each section represents 100 units of energy—thus, a total of 500 units is displayed. As you battle, this bar grows shorter or longer as you use energy or as your ship transfers energy to the shields from the total energy supply. This replacing process takes a little time and it is possible for you to use up the shield energy faster than it can be replaced. So, watch the bar at the bottom of the screen. If it gets too low, you had better  the battle to give the ship time to replace shield energy. When you press the  bar, you will return to the same spot again with energy up. Remember that all this energy comes from your total energy and it, too, must be replaced at a base when it runs low.

Your weapons-control system is the numeric keypad on your keyboard or the number keys at the top of the main keyboard. The  key fires your weapons at the spot in front of you where the crosshairs meet. You move the crosshairs by using the other number keys as follows:  is down and left;  is down;  is down and right;  is left;  is right;  is up and left;  is up; and  is up and right. You may press  and be firing as you also press a key that moves the crosshairs. This allows you to spray your fire across an area in front of you. Be careful when doing this, however, since your shots come rather rapidly and each uses 10 units of energy. At the same time, your shields are protecting you from attack by the birds. It takes very little time to use up all your shield energy in a battle with Falcons or Eagles! To shoot a bird down, you must hit it in the "chest" area.



Occasionally, as you are fighting a battle, you will find that the last bird does not come up to flight. If you have waited 10 or 15 seconds and the bird hasn't appeared, you will have to look for it. This means that you'll need to shut off your weapons and change the direction you're facing. Get the weapons on again quickly and wait. The last bird will come out of hiding, eventually.



When you capture a castle, you will see the information display automatically. Your energy will not go down until you return to the game.

So, now you are on your own! With some luck and with developed skill, you can become a wealthy Prince Regent!

LOADING INSTRUCTIONS

ALL CASSETTE TAPE OWNERS

Valkyrie will load as any basic program does. Respond to the cassette. Prompt with **Q**ow for Model III. For Model I disk systems, CMD"TT" must be entered before CLOAD. We find that a volume level from 2 to 4 will work on the Model III, and a volume of 4 to 6 works on the Model I. Loading takes about 4 minutes.

MODEL I DISK DRIVE OWNERS

Put the disk in drive 0 and push the reset button at the left rear of your keyboard. Valkyrie will automatically load itself and run.

MODEL III DISK DRIVE OWNERS

You must convert these programs to run under TRSDOS version 2.2. Put a TRSDOS disk with at least 21 free granules in drive 0. Put original Valkyrie disk in drive 1. Type CONVERT :1. Answer the destination prompt with 0. When queried, type BIRD for the conversion word. When the conversion is complete, type BASIC and answer the prompts with **Q** until READY appears. Then type RUN ADVANCED. A syntax error will appear for line 1. Type DELETE 1. Then SAVE "ADVANCED" will make your TRSDOS disk ready for future use by typing RUN "ADVANCED".



"THE VOYAGE OF THE VALKYRIE"

Challenge

If you are able to furnish Advanced Operating Systems with a completed original "FUGLØY" map, pinpointing each of the ten castles, Advanced Operating Systems will send you a full color wall poster entitled "VALKYRIE". Send your completed map to:

**Valkyrie Challenge
Advanced Operating Systems
450 St. John Road
Michigan City, IN 46360**

Be sure to include your full name, address, city, state and zip code.

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ISBN: 0 672-26039-9

